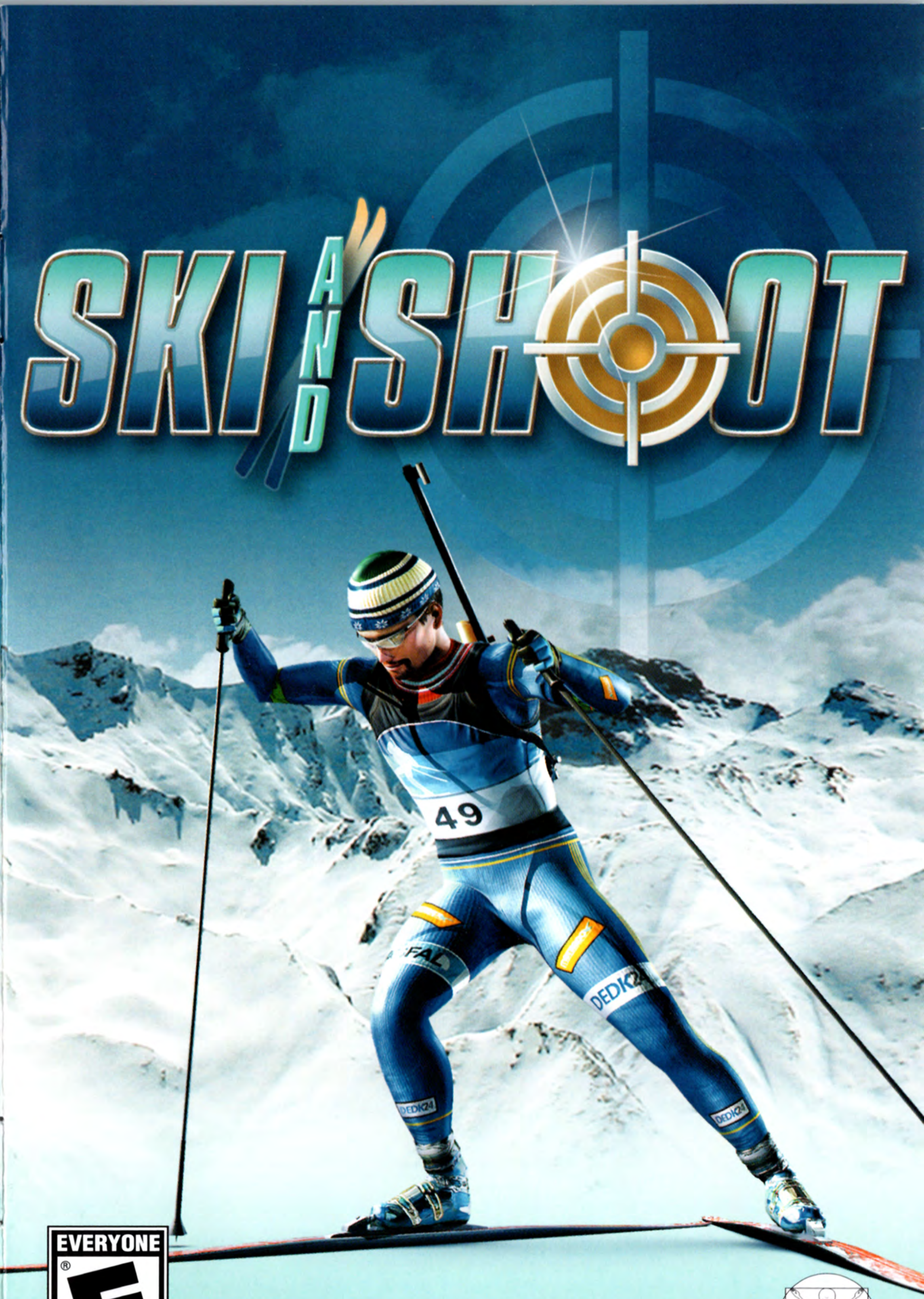
SKI AND SHOOT



EVERYONE

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⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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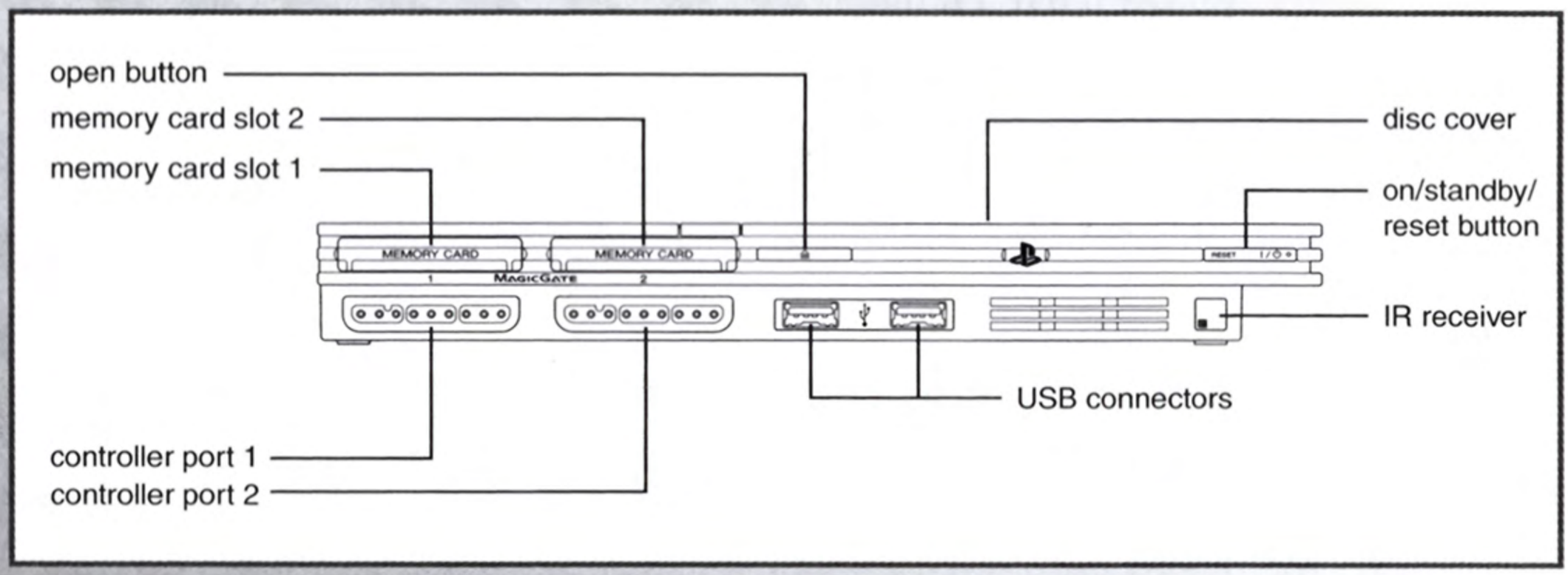
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green).

Insert the SKi and Shoot disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) for PlayStation®2

To save game settings and progress, insert a memory card (8MB) for PlayStation®2 into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) for PlayStation®2 containing previously saved games.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
directional buttons
left analog stick (L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick (R3 button when pushed down)
R2 button
R1 button
△ button
○ button
× button
□ button

01 INTRODUCTION

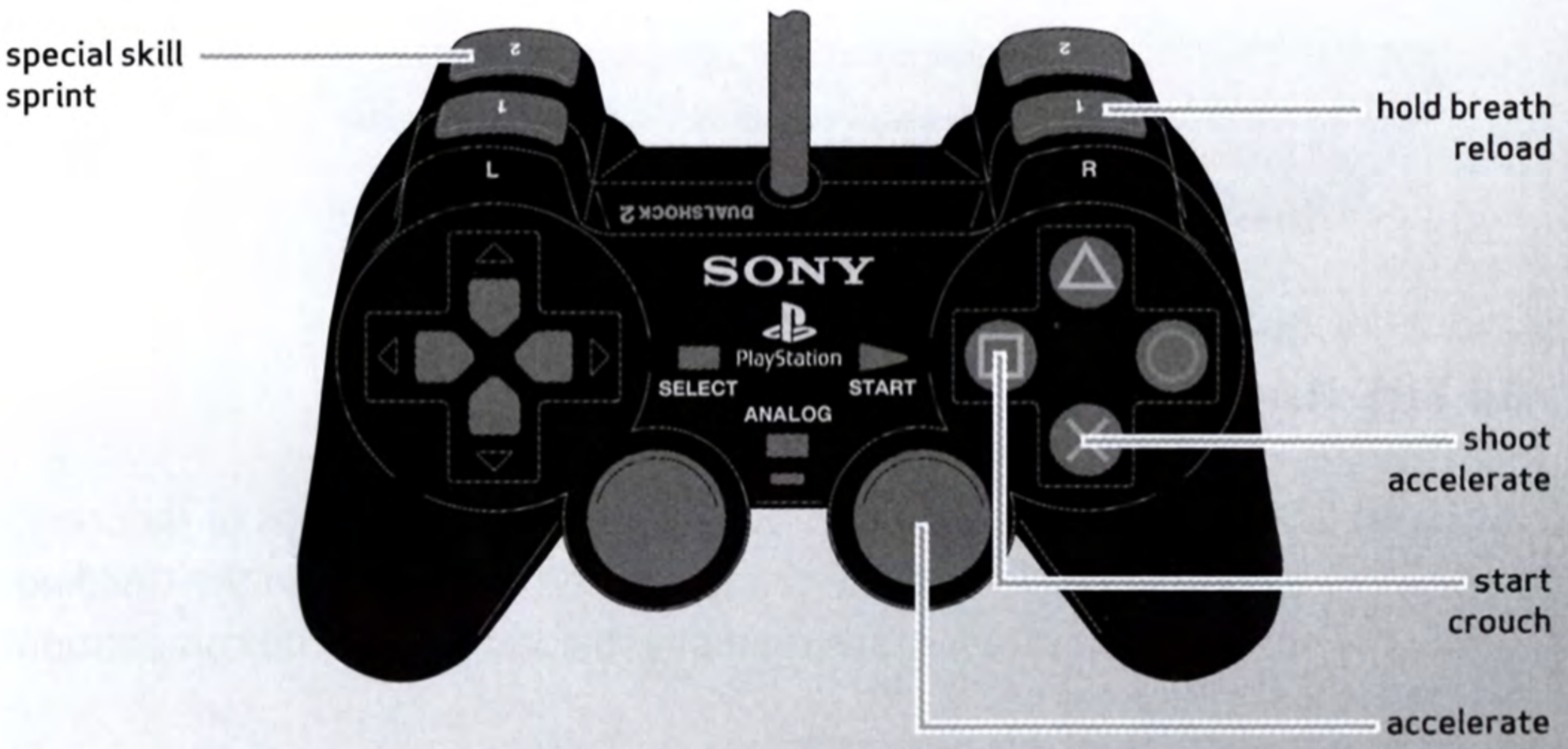
Ski and Shoot is a 3D simulation of the popular winter sport of biathlon. It is the successor of the popular Biathlon 2008. The thrilling competitions are held on fifteen international skiing areas. The venues are represented in optically impressive and atmospheric pictures. The races are enthralling and are set in an infectious live atmosphere, similar to live TV broadcasts.

The extraordinary amount of action, calling for dexterity and clever tactics, guarantees an unrivalled game experience. The high level of realism and the tactical elements make for long lasting motivation and fun.

The game models itself on the official rules of the different racing modes, namely Sprint, Pursuit, and Mass Start. You can race in four different leagues on the original venues for the World Cup. But despite all realism, the fun of the game is always the main focus. Beside the Singleplayer Mode, Ski and Shoot offers a Multiplayer Mode as well as a Split Screen Mode in which two players can play directly against each other.

After the popular 2008 version with Kati Wilhelm, Sven Fischer, Michael Greis and Magdalena Neuner as Testimonials, this edition includes Alexander Wolf and Michael Roesch as playable characters.

02 GAME CONTROLS



03 YOUR COCKPIT

Your Cockpit displays your actual Stamina Consumption, the Power you are using and current wind direction and strength. If available, your Special Skills are indicated, too. Look at the respective passages in this manual for further details.

Minimap

The Minimap serves as general orientation during the race. It indicates the course of the track, the position of the checkpoints, the shooting range, the penalty rounds and the finish.

Additionally, the Minimap displays important information about the actual situation of the race. The big Green Point shows your actual position on the course. Rivals who are in front of you or who started earlier than you are marked as Red Points. Yellow Points indicate rivals who are behind you or who started later than you.

Race Info Display

04 THE RACE

In **Ski and Shoot**, each race consists of three loops and two rounds of shooting. The first shooting round is done in the prone position, the second in the standing position. There are four different racing modes, held under official competition rules:

Individual Athletes start one after the other with an interval of five seconds between them. Misses at the Shooting are punished with a Time Penalty of 10s.

Sprint The start is identical with the start of the Individual competition. Misses at the Shooting are punished with Penalty Loops, which have to be passed directly after the respective Shooting.

Pursuit Pursuit Races take place after a Sprint or Individual competition. In this race, the biathletes start according to the time they were behind in the preceding competition. Each miss at the Shooting is punished with a Penalty Loop. This racing mode only exists in modes Quick Start and Career.

Mass Start All biathletes start at the same time. Misses at the Shooting are punished as in Sprint with Penalty Loops.

Power Employment

When your player is moving or holding his breath during the shooting, he uses up power. Your actual Power Employment is indicated in the Power Bar by the blue or blue and orange display.

The influence of your Power Employment on power and stamina is indicated by the red area that comes down from above (Stamina Consumption Rate).

How do I accelerate?

You accelerate by increasing your Power Employment. To do this, press ✕. As soon as you release ✕, the Power Employment decreases again. Alternatively, you can fix the Power Employment with the R at a certain value, which you can raise or reduce at any time.

You can increase your power only up to the lower end of the bar that shows your Stamina Consumption Rate.

What is the optimal Power Employment?

The dynamic limit between the white and the grey area indicates the level for a Power Employment without Stamina Consumption. This limit changes according to the rise and incline of the course and the value of the Stamina Consumption Rate.

Is it possible to overexert my skier?

At a high Power Employment (orange) the red area that descends from above increases (Stamina Consumption Rate). The bigger the red area, the slower your skier becomes and the faster his or her stamina decreases.

Too many sprints and continual racing with full Power Employment saps the racer's energy and quickly consumes their stamina. If you see "Low Power" displayed, your power has decreased too much and you should reduce your Power Employment to decrease the Stamina Consumption Rate.

There is a Special Skill called Fitness, which you can use to decrease your Power Employment and thus your Stamina Consumption (see chapter Special Skills).

If you play in higher levels of difficulty you have to tactically overexert your skier to use your stamina perfectly during the race.

Stamina Consumption

Why do I need Stamina?

Stamina designates the amount of energy your skier has at his or her disposal during the race. Each track requires a certain strategy with your Power Employment so that you have enough Stamina until the very end of the race. Stamina that is used up cannot regenerate during the race.

When does my Stamina decrease?

Your Stamina decreases when the red bar that indicates the Stamina Consumption Rate becomes visible. This bar becomes visible when you use your Power in the grey or yellow and orange area. As soon as you use less Power again, the Stamina Consumption Rate decreases accordingly.

How fast does my Stamina decrease?

How fast your Stamina decreases depends on the power you use, e.g. going up a slope or sprinting. The bigger the bar that indicates the Stamina Consumption Rate, the faster your Stamina decreases.

How does low Stamina influence my skier?

When you have used up your Stamina to a certain degree, you will see "STAMINA LOW" displayed and the Stamina display turns red. If the Stamina is in the red area, your skier loses power faster than in the blue area. When your Stamina has decreased to zero, you will see displayed "STAMINA CRITICAL". In this condition, even when using minimal effort, your skier loses power so fast that it is virtually impossible to race at a high speed.

What is the optimal organization of my Stamina?

There are different ways to reach your goal. You can organize your Stamina so that it is all used up right at the finish. You can also avoid the critical red area (fast loss of Power) until the finish. If you are not a good shot, you should use up your Stamina only after the second shooting. Low Stamina makes it more difficult to keep the rifle steady. In Practice Mode you can try different strategies for the different disciplines.

Sprint

What happens at a Sprint?

At a Sprint, you can increase your speed for a short period of time. But keep in mind that sprinting uses up a lot of energy and thus Stamina.

There is a Special Skill called Sprint, which you can use to prolong your sprints (see Chapter Special Skills).

When can I sprint?

You can sprint on all sections of the course that have no incline or little incline. There will be a textual help telling you when to sprint. As soon as Sprinting is possible this will be indicated by the game.

How do I sprint?

You sprint by pressing L2. The Power bar then becomes green and you will see "Sprint" displayed.

There is a special skill called sprint which makes your Sprint stronger.

Crouch

What is the advantage of crouching?

If you crouch downhill you can increase your speed and save Power and Stamina at the same time.

Where can I crouch?

The crouch position is recommended on all sections of the course with downhill slopes.

How can I crouch?

Press and keep pressed ■ as long as you wish to crouch.

Shooting

Aiming and holding your breath

The more exhausted your skier is, the more difficult it is to take aim.
If your rifle shakes too much, you can hold your breath while shooting by keeping pressed **R1**.

The longer you hold your breath, the more you use up your Power and Stamina. So keep a look at the Power bar when holding your breath.
Make sure that the notch and bead (front and rear sights) are aligned centered on the target you are aiming at. Once you have hit a target, it will fold back and cannot be hit again.
Using the new special skill "Shooting" helps you with your aiming. This special skill improves the Zoom at the shooting range.

Reloading

You have to reload after every shot. You can do this like holding breath with R1.

Penalty Loops and Penalty Time

In the racing mode Individual, misses are punished with a Penalty Time of 10 seconds that are added to your racing time. In Sprint, Pursuit, and Mass Start, you have to run one Penalty Loop for every miss directly after the shooting round.

05 CREATE CHARACTER

You can play with your own Character in every mode that has a Character Selection:

• Quick Start • Practice Mode and • Career

Choose Character in the Main Menu in order to get to the Character Menu. You can create up to seven male and seven female biathletes and delete Characters that you have created before.
If you wish to create a new Character, click on "New Character". When starting a new career, you will find the notice "New Character" at the left bottom of the screen. You can choose Name, Nation, Sex, Head, and Suit according to your own preferences. Simply choose the combination that you like best.

Character training and Attributes

After creating a Character, you have 40 Training Points at your disposal, which you can distribute among the different Attributes. You can train and improve these Attributes further during your Career.

Speed The Speed value indicates how fast your biathlete can run under optimal conditions.

Technique Technique influences your starting speed, your gliding (crouching) and sprinting speeds, and your speed on slopes. It also influences how much power you lose when holding your breath at the shooting range.

Stamina The higher your Stamina value is, the less your skier's stamina decreases during the race so that you can use more power with less Stamina Consumption.

Power The higher your Power is, the more Power you can use during the race. Your athlete can run for a longer time at high speed, using up less Stamina.

How can I delete a Character?

You can delete a Character you have created in the Character Menu by choosing "Delete Character". If you delete a Character, you will also terminate the Career you are actually playing with him or her.

06 CAREER

In Career Mode you can participate in different Leagues with the Character you have chosen. If you wish to create a Character of your own, please refer to the chapter Create Character. Every time you start a new Career, any other Career you may have started before will be deleted. Look at the League menu under Character Features to see in which Leagues your Character may start.

The Leagues

You can take part in the following Leagues:

Junior League The Junior Cup consists of 7 races and the Junior Championships (4 races).

Europe League The Euro Cup (9 races) and the Euro Championships (4 races) are meant for biathletes with Amateur Status.

Pro League All Pros can take part in the World Cup (24 races) and the World Championships (4 races).

Pro League Extreme In the Pro League Extreme you will do the same races as in Pro League, but your rivals are even harder to beat.

League Promotion and Championships

If you start a Career with a Character created by yourself, you begin with the Junior League. If you start with one of the pre-existing Characters, you begin with the corresponding skier's League. To be promoted into the next league up, you have to finish the season in first place.

If you wish to take part in the Championships, you can become the champion in the discipline you are starting in.

Experience Points and Training Values

You gain Experience Points after every race during career mode. You need a certain number of Experience Points to be promoted into the next level up. There is a maximum of 20 Experience Levels.
Any time you reach a new level, you can increase your attributes.

Shooting Training

After each race of your Career, you can distribute Training Points. These points show how much you develop your attributes. You can either distribute the default value of 50 Training Points or try your luck with the new Shooting Training. If you do well, you can distribute up to 100 Training Points. On the other hand you can do bad and have less than 50 Training Points left in the end.

The following targets can be hit in the Shooting Training:

White	Already hit target / inactive
Skull	Shooting Training ends immediately
Black	+1 point (if you hit all black targets, the targets will be reset)
Red	-3 points
Green	+3 points
Blue	+5 seconds
Ammunition	+3 ammunition

07 QUICK START

In Quick Start Mode you can play two preset Cups. You can also create a new, random racing series by choosing "Random Generator" in the menu Quick Start Cup Random. You can play Hot Seat or Split Screen only in Quick Start mode.

08 PRACTICE MODE

In Practice Mode, you can get used to the different tracks. You have 15 official venues at your disposal.

Go to the Practice Mode Menu and select the level of difficulty in which you would like to race. You can choose between three different degrees of difficulty.

Then select the Character with which you would like to play the race. There is a choice of several male and female skiers with different training levels.

You then get into the menu for choosing the track. Go to Venue and choose a track. Four of the venues have two different tracks, which are indicated by (A) or (B) after the name of the town. On the left-hand side you can see the course of the track. Under Discipline you can choose between one out of three racing modes:

• Mass Start • Sprint • Individual

For the differences between these racing modes please refer to section The Race. If you confirm your selections with OK, the race will be loaded and you will see a film sequence that presents some sections of the track from a bird's-eye view. If you wish to abort this presentation, press ⊗. You will then get directly to the start.

09 MULTIPLAYER MODE

Ski and Shoot offers the possibility of playing with several players at a time in Quick Start Mode. Up to four players can participate in the Leagues and Cups at the same time.

Hot Seat (2 - 4 Players)

In Hot Seat Mode all players compete in the same race one after the other. All matches are played in the league of the weakest athlete. All Players use the input configuration of Player 1.

2 Players Split Screen

In the 2-Players-Split-Screen Mode, two players can play in a Split Screen Mode. The screen is split horizontally, with Player 1 playing in the upper half, and Player 2 in the lower half.

10 SPECIAL SKILLS

What is the use of the different Special Skills?

Fitness This Special Skill makes you the Fitness specialist. It will decrease your Stamina Consumption Rate so that you save Stamina during the race.

Sprint Choose this Special Skill if you wish to make your skier a Sprint Specialist. This skill will prolong the sprints that you initiate during the race.

Hill As a Hill Specialist you use up less Power on rises and thus less Stamina.

Shooting As specialist on the shooting range, you have a much better vision than your opponents. Your targets appear much larger to you.

How do I get a Special Skill?

You can earn Special Skills in Career Mode. Some of the preset Characters already own Special Skills which you can use in Practice Mode and Quick Start. When you are promoted to Level 5, you get the first out of three possible Special Skills. You can choose between four different Special Skills. The one you have selected will be displayed in the Cockpit from now on. When you are promoted to Level 10 and 15, you get to a second and third Special Skill.

When can I use my Special Skill?

Every Special Skill has its own criteria for usage. When the use of the Special Skill is possible, the colour in the display becomes bigger and brighter. When you have reached a new level, you can increase the maximum value of your Attributes.

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